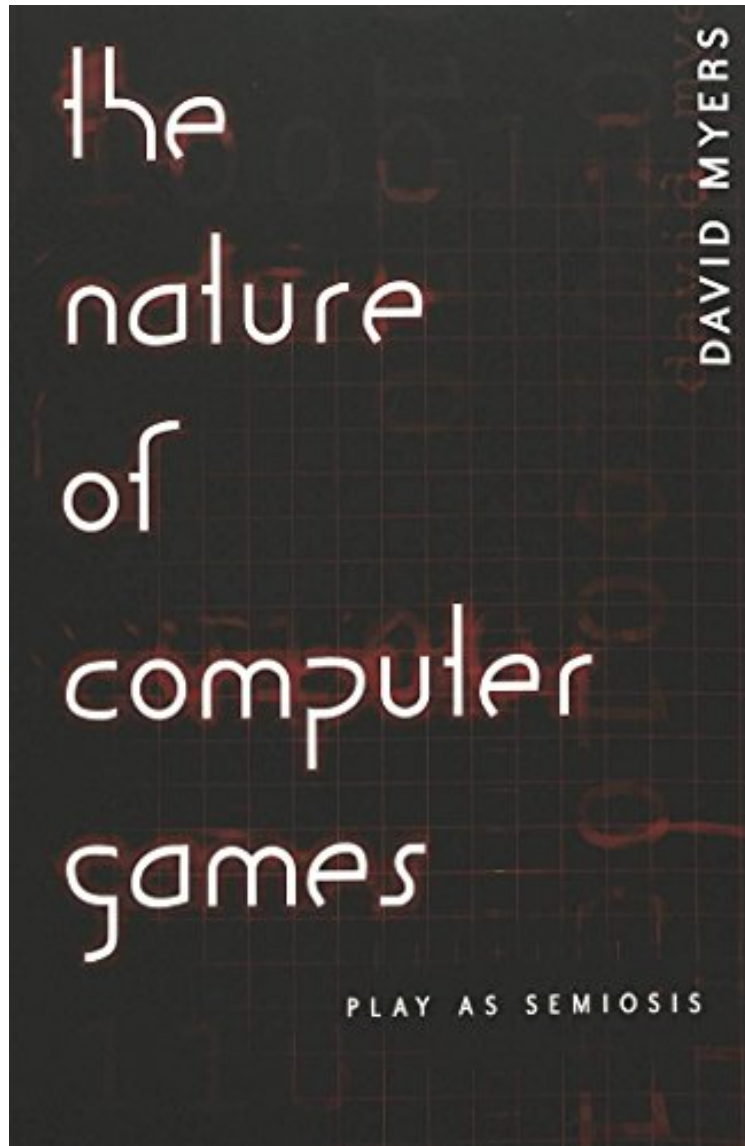


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The Nature of Computer Games: Play as Semiosis (Digital Formations)

David Myers

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David Myers : The Nature of Computer Games: Play as Semiosis (Digital Formations) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Nature of Computer Games: Play as Semiosis (Digital Formations):

0 of 0 people found the following review helpful. Necessary read for any semiotician.By Patrick O'NealNecessary

reading for students of semiotics and earning degree(s) in this industry. An appropriate read for High school aged gamers who appreciate video gaming as an art and a science.

What is the nature of computer games, and what happens when we play them? This book describes human play as a semiotic process and computer game play as a fundamental act of human cognition, or semiosis. Offering one of the first fully articulated theories of computer games based on game play rather than game texts, *The Nature of Computer Games* mounts a serious challenge to literary critics, cultural theorists, and others who might assume computer game play is best understood with reference to preexisting social contexts. David Myers argues that computer game play displays a fundamentally intractable, self-reflexive structure analogous to certain structures of thought integral to language, consciousness, and our sense of self.

About the AuthorThe Author: David Myers is Associate Professor and Director of Graduate Studies at Loyola University in New Orleans. He received his Ph.D. in radio-television-film from the University of Texas at Austin. His analyses of digital media play and games have appeared in a wide variety of publications, including the international journals *Semiotica* and *Simulation Gaming*.